

## Worksheet 5: creating a class, writing a main program

For lab session 1.

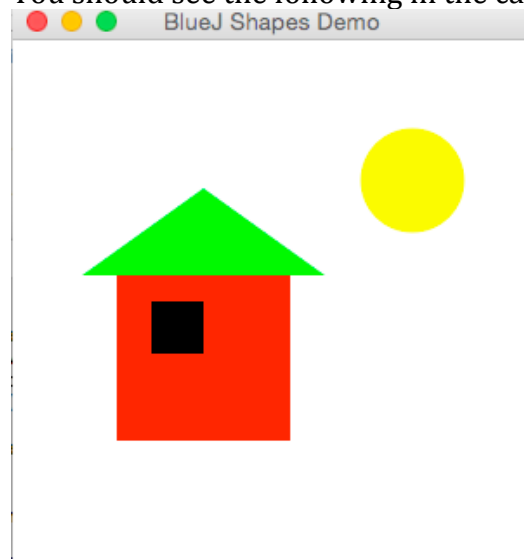
### General Steps (hopefully everyone can get first 2 sections done)

#### Creating a class

1. Open the shapes BlueJ example project
2. Open the file Picture.txt (you will need this code in a moment).
3. Create a new class called Picture (Capitals are important)
4. Double click on the class symbol to open a code editor. Delete all its code and replace it with Picture.txt
5. Compile Picture
6. Reposition the Picture class box in the design tool so that it doesn't overlap any other classes.
7. In the code pad type:

```
Picture p=new Picture();  
p.draw();
```

You should see the following in the canvas:



8. Try a few extra method calls for Picture objects.
9. Inspect the object. Unfortunately, to use inspect you will need to create a Picture object in the Object bench.
10. Look at the code carefully.

#### Running a main program

11. Open the file Test.txt (you will need this code in a moment).
12. Create a new class called Test (Capitals are important).
13. Delete all its code and replace with Test.txt.
14. Compile Test.
15. Run its main method by right clicking on the **class and selecting an appropriate method (check the slides or code).**

16. Look at the code carefully – note that it ‘runs’ instructions just like code pad did when you typed them in.
17. Modify the code to create and draw a Picture object - you just change the stuff between the innermost { and }

### Creating your own class (if time)

18. Create your own Cartoon class. Use Picture and the code you used in worksheet 2 to create a Cartoon class.
19. Compile.
20. Test your class in a main program by modifying Test class.
21. Try writing a few more methods for Cartoon that use parameters – you are out on the edge here but some of you should be able to do it.